

Minbari Torotha Assault Frigate

SPECS

Class: Medium Ship
In Service: 2006
Point Value: 550
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +13

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |
| Turn Delay | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |

WEAPON DATA

Molecular Disruptor

Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/-2/+4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Electro-Pulse Gun

Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

HANGAR

0 Fighters
2 Flyers

FORWARD HITS

1-6: Retro Thrust
7-9: Molecular Disruptor
10-11: Fusion Cannon
12-13: EP Gun
14-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Fusion Cannon
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Jammer
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

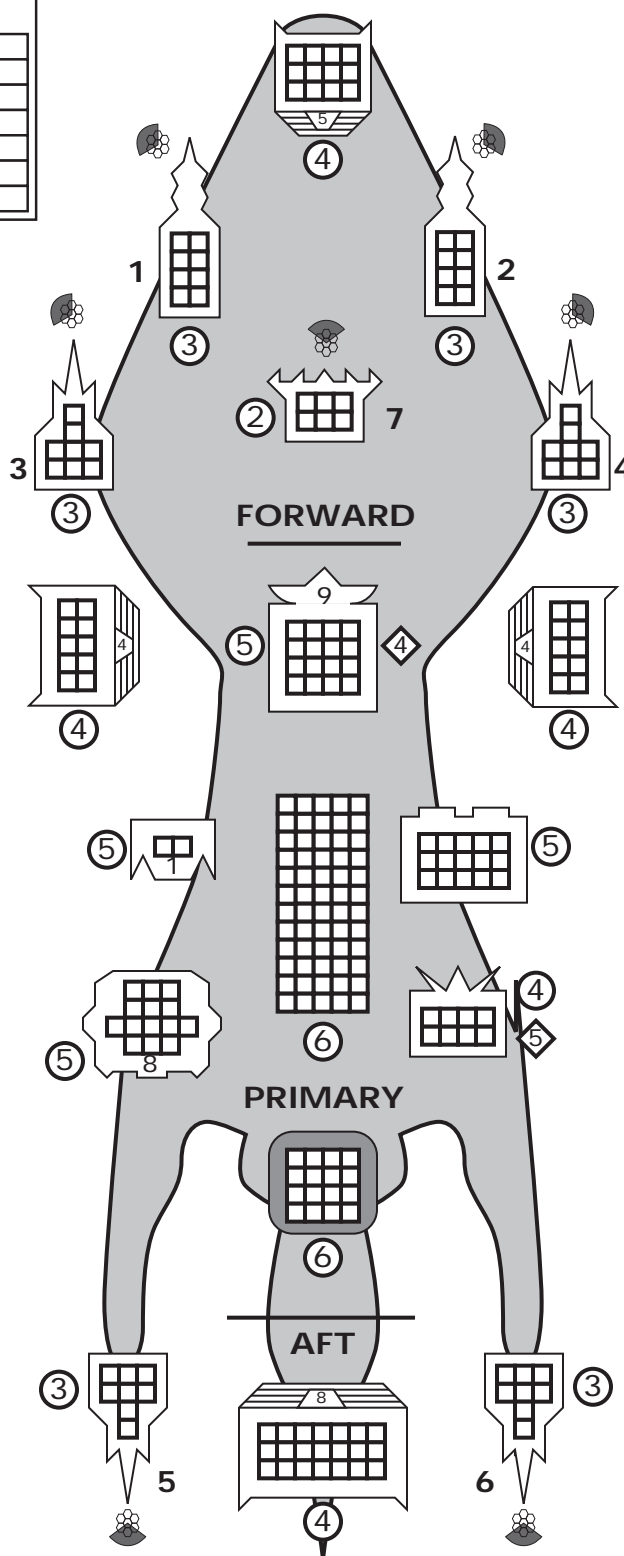
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Molecular Disruptor
- Fusion Cannon
- EP Gun
- Jammer

ASSAULT FLYERS

Cost: 40 Defense: 9/7
Thrust: 8 Offense: +3
Armor: 1 Initiative: +10
One Light Fusion Cannon:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4
Firing Arc:

